

MANDY WONG



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<https://sheroine.github.io>



@sherione_

Creative artist and game developer looking for a full-time position.

- Programming languages: Javascript, HTML, CSS, C#, C++
- Tools: Krita, Visual Studio Code, Visual Studio 2022, Unity, Unreal Engine, Github, Adobe Photoshop CC

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY
Bachelor of Science in Game Design and Development
Minor in Digital Literatures and Comparative Media

Graduation Spring 2023
GPA: 3.66

- Dean's List all semesters 2017-2022

PROJECTS

Leap of Faith – Tabletop Game

February 2022 - Present

Artist, Web developer, Game designer

- Aiming to publish it in the future.
- Current solo developer of a tabletop card game featuring amphibians at the end of the world who are competing to operate the best doomsday cult.
- Organizing regular playtests to gather player feedback, then incorporated responses to balance game mechanics and numbers.
- Developing our website, and maintaining social media for online presence and outreach.
- Edited together new placeholder card art and designed the game currency tokens using Krita while working within printing specifications.
- Procured a manufactured version 1 prototype of our game and showcased it at ImagineRIT—university creativity and innovation festival—to engage a wider audience and play testers.

Tavern Taps – Mobile Game

September - December 2021

Artist

- Worked in 4-student team to develop a mobile game to manage a tavern set in a medieval fantasy world.
- Took on artist role to create most of the game assets, including sprite sheets of customer characters, environmental elements and entities, backgrounds, and designed a suitable UI for mobile devices using the following software: Unity UI Builder, Krita, and C#.

Audio Visualizer / Just Visuals and Audio – Web Tool and Game

February - March 2020

Artist and Developer

- Partnered with another student to develop an audio visualizer with settings allowing users to customize visuals.
- Developed a toggle to convert the program into a video game where visualizer elements become a “bullet hell” game resembling Just Shapes & Beats.
- Designed and implemented user controls, app functionality, and UI using the following software: Canvas API, Web Audio API, dat.GUI API, JS, HTML, and CSS.

RELEVANT EXPERIENCE

RIT - School of Interactive Games and Media

January - May 2021

Artist for Changeling

- Joined 50+ multidisciplinary student team to develop Changeling, a VR game produced in Unreal 4 using different traditional art styles to reflect characters' personalities and feelings in their respective levels.
- Designed concept art and textures for 3D models in the father character's level while working closely with the development team.
- Created 2D assets based on objectives set by the web team.

VOLUNTEER

Art House, RIT Special Interest Housing Community

August 2017 - May 2022

Member

- Created art to sell at conventions for fundraising.
- Volunteered at Art House events by hosting the informational table to share about the community mission and participating in setup.